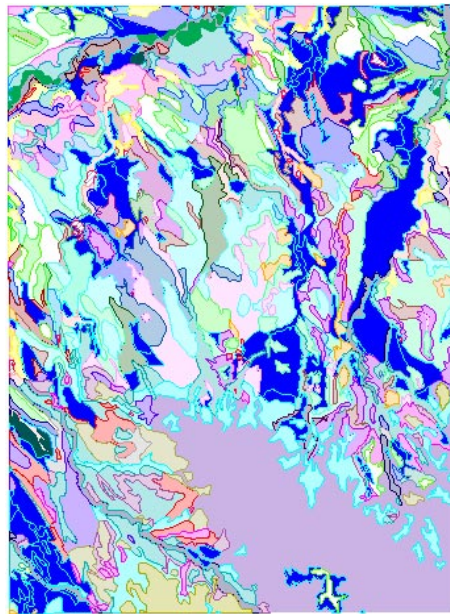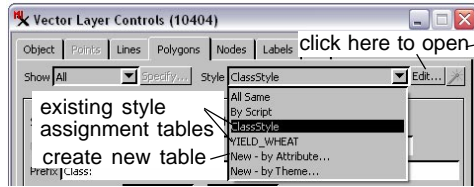# Manual Style Assignment

In TNTmips you can assign styles to geometric objects in any process with a View window and Layer Controls. Pre-defined styles can be assigned by script or by attribute. Styles assigned by attribute can be assigned automatically or manually. For automatic style assignment, see the Quick Guide entitled *Automatic Style Assignment.* Assignment of styles manually or automatically creates a new or edits an existing style assignment table, which is a system table that is is hidden by default until you select Show System Tables from the right mouse button menu for the associated element type.
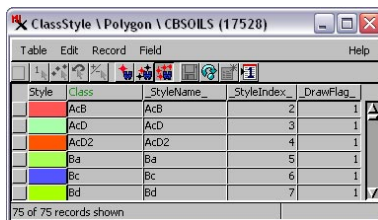
The style assignment window can be opened from the Layer Controls for a geometric object by clicking on the Edit button when the style is set to use an existing style assignment table. The left half of the Style Assignment Table for table.field window is the Style Editor, which lets you create and edit styles to assign to attribute values (consult the Tech Guides entitled *Style Editor: Creating Styles for Point Elements* and *Style Editor: Creating Styles for Lines and Polygons*).

Creating a New Style Assignment Table

When you choose to assign styles by attribute, the TNT products create a style assignment table that specifies the style in which the elements for each attribute value will be drawn. To create a
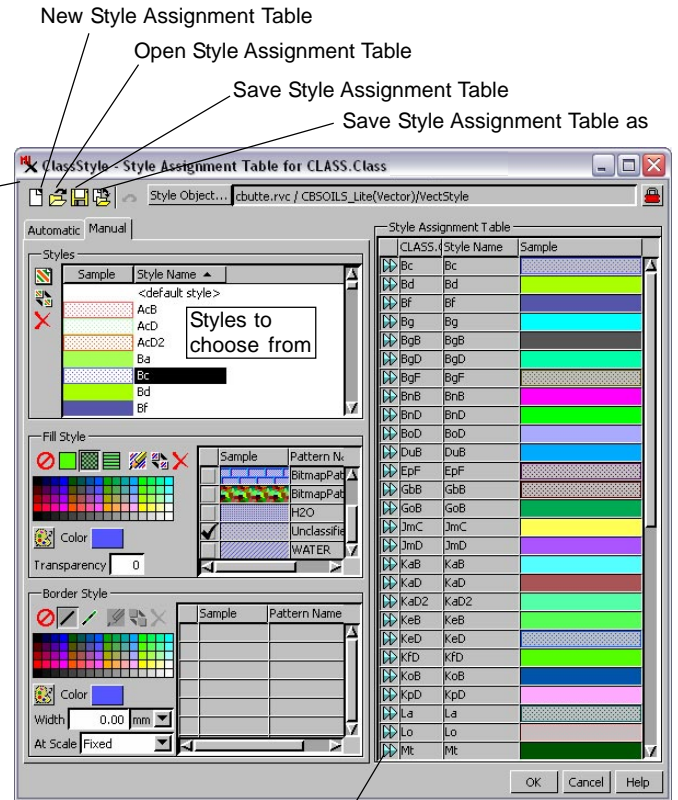
New Style Assignment Table

Open Style Assignment Table

Save Style Assignment Table

Save Style Assignment Table as

click here to open

existing style assignment tables

create new table

Styles to choose from

assigns selected style to this attribute value

vector polygons with styles assigned by attribute

tabular view of style assignment table

new style assignment table, choose New - by Attribute from the Style option menu in the Layer Controls window.

The first steps in creating a new style assignment table are to select the attribute that will be used to assign drawing styles and how the associated style object will be handled. If you are creating a new style object along with the style assignment table, the style object is automatically embedded under the style assignment table. If you choose the

This window opens when New - by Attribute is chosen for the style.

Copy and embed with style assignment table option, you are prompted to select the style object you want to copy, and it is embedded under the style assignment table you are creating. This option lets you select a main-level style object or a style object embedded under another style assignment table. The *Link to shared location (main-level*
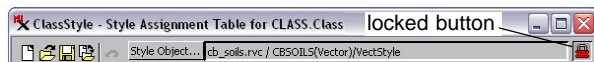
style objects only) option prompts you to select a style object but only allows style objects visible at the first level when you navigate into a Project File. Once the left side of the window is populated by selecting the style object and the right side shows the existing values for the selected attribute, you can use the double blue arrows to assign the selected style to the attribute at the right.

When *Automatically assign styles by name* is checked, styles with names that match an attribute value are assigned to that attribute value. The illustration on the first page provides an example of this condition, i.e., the Bc attribute value of CLASS.Class (the table.field selected for style assignment) is automatically assigned the Bc style, and so on.

Editing Style Assignments

Style assignment tables are created as read-only tables because they are meant to be edited using the Style Assignment window interface shown on the first page. If you are editing styles for a displayed geometric object and the selected style object is not an embedded style object (see the Tech Guide entitled *Style Editor: Embedded vs Linked Style Objects*), there will be an active locked button next to the style object name to alert you that the styles may be shared and that changes made will also be applied to other geometric objects that share these same styles. You must unlock the styles to make changes to any but the default style.